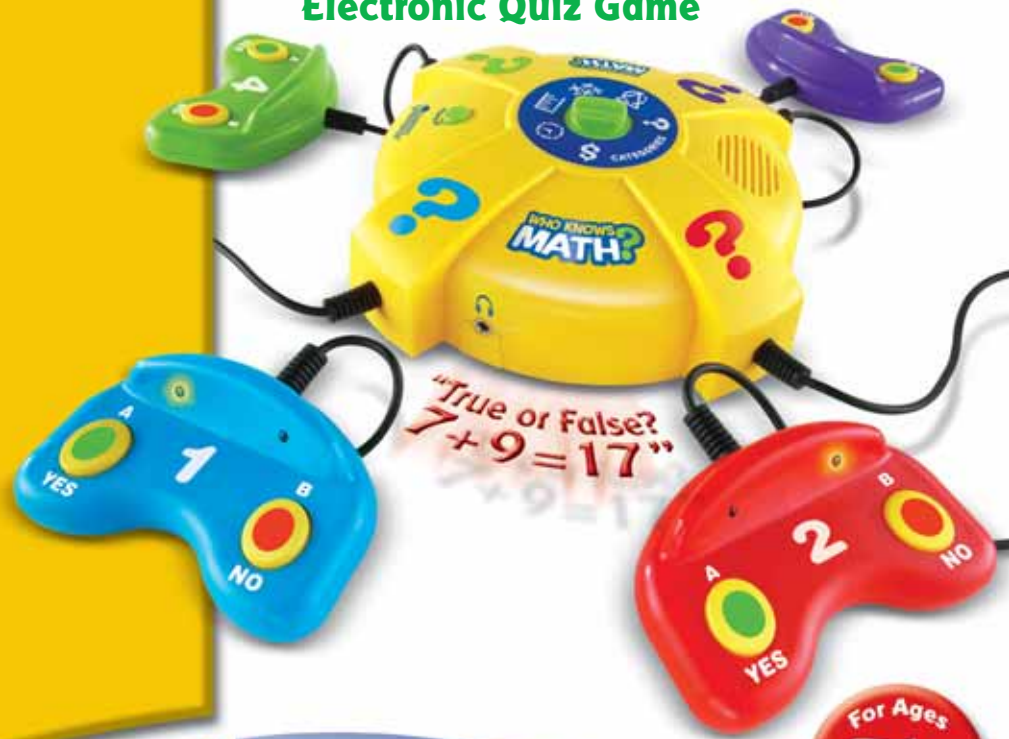
LER 6933

interactive® ELECTRONICS

Use and Care Guide

Who Knows Math?™

Electronic Quiz Game



For Ages 7+

LEARNING RESOURCES®

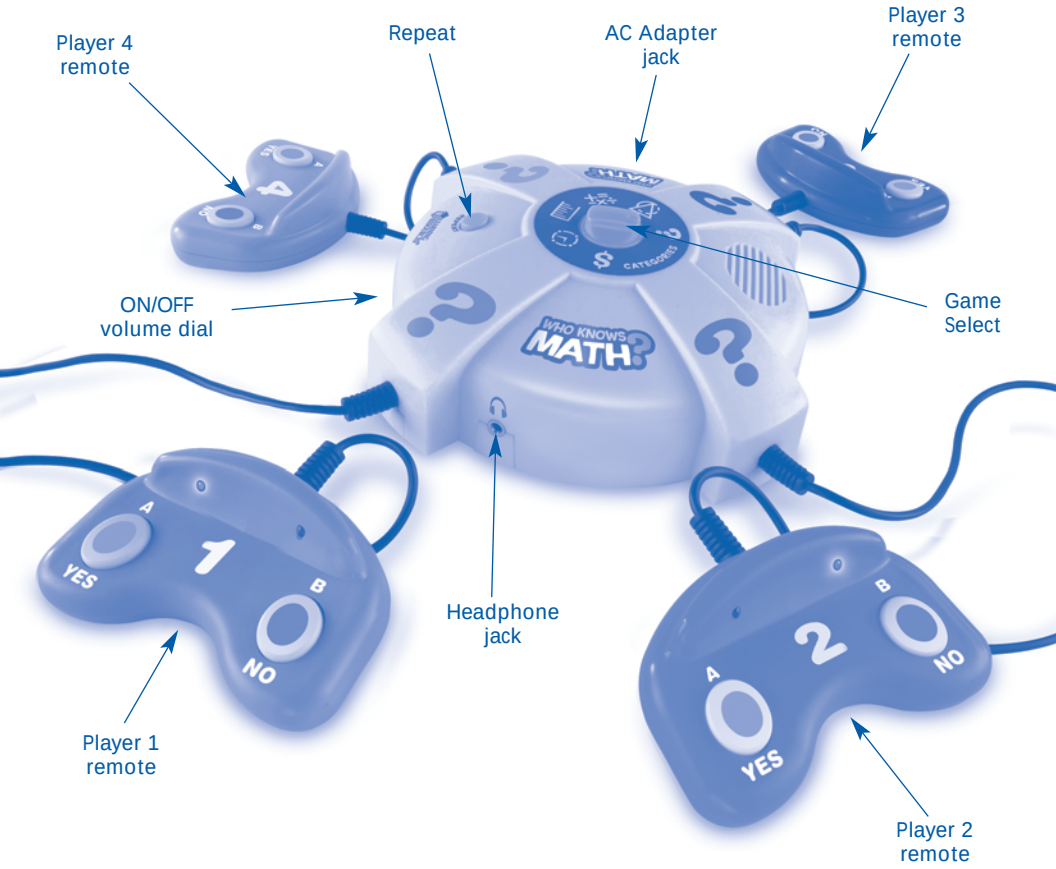
Smart Toys for Today's Kids®!

Contents:

Who Knows Math?™ main unit

4 Wired remote controls

WHO KNOWS MATH?™ Features



Buttons

Power/Volume dial – Turn the unit ON/OFF and adjust the audio volume.

Game select dial – Choose a math subject.

Repeat – Press to repeat the last question.

Player Remotes 1–4 – Use these remotes to answer questions throughout the game.

Reset Button – A small *Reset* button is on the bottom of the unit. Press this button to reset the game if an error occurs.

Installing and Replacing the Batteries:

Requires: Phillips screwdriver
3 AA Batteries

Batteries should be installed or replaced by an adult. Who Knows Math?™ requires 3 AA batteries (not included). The battery compartment is located on the bottom of the unit. To install batteries, first undo the screws (using a Phillips screwdriver) and remove the battery compartment door. Install batteries as indicated inside the compartment. (see back of guide for additional notes on proper battery care.)

Set Up:

- Turn the Power/Volume dial to *ON*.
- Select one of the five game subjects:

Big Money – Questions about pennies, dimes, dollars and more

Get In Shape – Questions about geometric shapes

Measure It Up – Questions about all types of measurement

Time for Time – Questions about time measurement using minutes, hours, days, months, and more

Fast Facts – Computational questions focusing on addition, subtraction, multiplication, and division

Who Knows Math?™ – Questions from all of the above subjects

- Choose a skill level: On the Player 1 control pad, press *A* for Level 1 (beginner-level questions for ages 7–8), or *B* for Level 2 (advanced questions for ages 9+).
- Each player presses a button on his or her remote to register.
- The game begins when all players are registered.

Object of the Game:

Answer questions correctly to score points. Each correct answer is worth one point. The player with the highest score at the end of the game is the winner.

How to Play the Game:

- Listen as the game asks **multiple-choice, true/false,** or **yes/no** questions.
- Use the remote controls to answer questions throughout the game.
- Press the green button to answer any question as *True*, *Yes*, or *A* for multiple choice questions.
- Press the red button to answer any question as *False*, *No*, or *B* for multiple-choice questions.

Question Types:

During the game, you will hear a variety of question types.

- Multiple Choice – These are basic "A or B" questions. Choose the correct answer by pressing the green button for *A*, or the red button for *B*.
- True or False – Listen closely to the question, and answer *True* (green button) or *False* (red button).
- Yes or No – Listen to the question. If the answer is correct, press the green button to answer *Yes*. If it is incorrect, press the red button to answer *No*.
- Quick Pick – Listen to the question. When you hear the word **GO**, respond to each of the 10 "quick pick answers" one by one by pressing *Yes* or *No*.
- Hot Seat Questions – This question plays like any other, but is intended only for the particular player identified. (Only that player may answer the question). Answer correctly and receive a point. There will always be an even distribution of Hot Seat questions in a game, so all players will have a chance to get ahead!

Halftime Score Update:

At the halfway point of the game, players will receive a score update.

Winning the game:

The player with the most points at the end of the game is the winner.

Operating Who Knows Math? with the Adapter:

With the optional AC adapter Who Knows Math? can run without batteries. Follow these steps to use the adapter with your Who Knows Math? unit:

1. Plug the end of the adapter cord into the AC adapter jack, located on the side of the unit, as indicated in the product diagram.
    - Only Use the unit with the recommended AC adapter (LER 6989) - available at www.learningresources.com
    - Examine the AC adapter regularly for damage to the cord, plug, enclosure, and other parts. In the event of such damage, do not use the AC adapter until the damage has been repaired.
    - Disconnect the unit from the AC adapter before cleaning.
    - The AC adapter is not a toy.
2. Carefully plug the adapter body into an electrical outlet.
    - Do not connect the adapter to more than the recommended number of power supplies.
    - Who Knows Math?™ is not suitable for children under three (3) years of age.

Operating Who Knows Math? with the Headphones

For quiet classroom play Who Knows Math?™ is compatible with most standard headphones. Follow these steps to use headphones with your Who Knows Math?™ unit:

- Plug the end of the adapter cord into the Player 1 headphone jack, located on the side of the unit, as indicated in the product diagram.
- Plug any additional headphones into the specific player jacks for any players participating in the game.
- NOTE: Plugging headphones into the Player 1 jack will temporarily disable the game's speakers, and audio will only be heard through the headphones. If headphones are plugged into any jacks other than the Player 1 jack, the speakers will continue to play audio.

Battery Care and Maintenance Tips:

- Use 3 AA batteries only.
- Be sure to insert batteries correctly (with adult supervision) and always follow the toy and battery manufacturer's instructions.
- Do not mix alkaline, standard (carbon-zinc), or rechargeable (nickel-cadmium) batteries.
- Insert batteries with the correct polarity.
- Do not recharge non-rechargeable batteries.
- Charge rechargeable batteries under adult supervision.
- Remove rechargeable batteries from the toy before charging.
- Only use batteries of the same or equivalent type.
- Do not short-circuit the supply terminals.
- Always remove weak or dead batteries from the product.
- Remove batteries if product will be stored for an extended period of time.
- Store at room temperature.
- Wipe the surface with a dry cloth.
- Do not mix new and used batteries.
- Please retain these instructions for future reference.

This toy is not intended for children under three (3) years old.

Use only with the recommended adapter.

The recommended transformer is not a toy.

Disconnect the toy from the transformer before cleaning the toy with liquid.

Examine the transformer regularly for damage to cord, plug, enclosure, and other parts. In the event of damage, the toy must not be used with the transformer until the damage has received authorized repair or the transformer has been replaced.

Information to User:

NOTE: This equipment has been tested and found to comply within the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules.
These limits are designed to provide reasonable protection against harmful interference in a residential installation.

This equipment generates, uses, and can radiate radio frequency energy and if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

-Reorient or relocate the receiving antenna.
-Increase the separation between the equipment and receiver.
-Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
-Consult the dealer or experienced radio/TV technician for help.

NOTE: Changes or modifications not expressly approved by the party for compliance could void the user's authority to operate the equipment.

IMPORTANT INFORMATION :

MAX. 3.6V D.C. 300mA

- The toy is not intended for children under three (3) years old.
- The toy must only be used with the recommended transformer.
- The transformer is not a toy.
- Disconnect toy from transformer before cleaning the toy with liquid.
- Examine the transformer regularly for damage to the cord, plug, enclosure, and other parts. In the event of such damage, the toy must not be used with this transformer until the damage has been repaired.

Check out Learning Resources® for additional electronic products:

LER 6916 Cash Bash® Electronic Money Game
LER 6962 Lock It In!™ Electronic Math Challenge
LER 6970 Number Knockout™ Electronic Math Game

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